

**AVAILABLE
NOW!**



UNTOLD LEGENDS THE WARRIOR'S CODE™

TEEN
T
 Animated Blood
 Fantasy Violence
 ESRB CONTENT RATING www.esrb.org
 Game Experience May Change
 During Online Play.



www.untoldlegends.com

Untold Legends™ The Warrior's Code™ © 2006 Sony Online Entertainment LLC. SOE and the SOE logo are registered trademarks and Untold Legends and The Warrior's Code are trademarks of Sony Online Entertainment LLC. "PSP" is a trademark and "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately).



★ FIELD ★ COMMANDER™



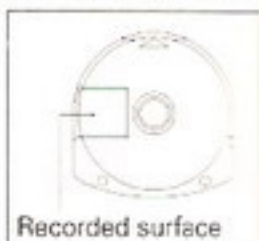
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.



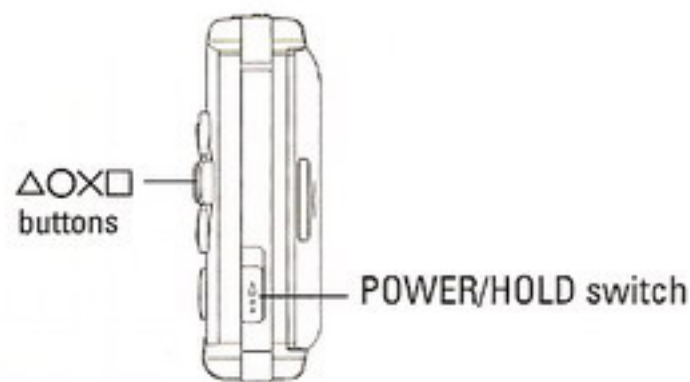
"PlayStation" and the "PS" Family logo are registered trademarks and "PSP" and "UMD" are trademarks of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.

Table of Contents

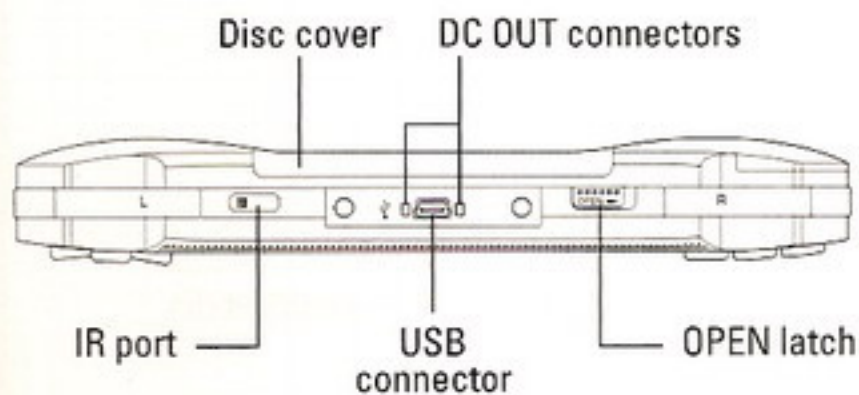
Getting Started	p.2
For Your Eyes Only: Message to New Recruits	p.4
Controls	p.6
Playing Field Commander	p.6
Main Menu	p.6
Tutorial	p.7
Campaign	p.7
Quick Battles	p.8
Versus Games	p.9
Creating an Internet Connection	p.10
Creating a Network Login	p.10
The Battlefield Screen	p.11
Unit Information Screen	p.12
Moving Units	p.13
Transporting Infantry Units with Vehicles	p.14
Combat	p.15
Re-supplying Units	p.17
Repairing Units	p.17
Income and Buildings	p.17
Producing Units	p.18
Division Powers	p.19
Leaderboard and Online Command Center	p.19
Mission Creator	p.20
Map Views and Controls	p.20
Mission Options	p.21
Placing Objects	p.21
Units	p.23
Buildings	p.27
Commanding Officer Profiles	p.31
Division Profiles	p.33
Credits	p.35
User Agreement, Software License and Terms of Use	p.37

Getting Started

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT FIELD COMMANDER disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **X** button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

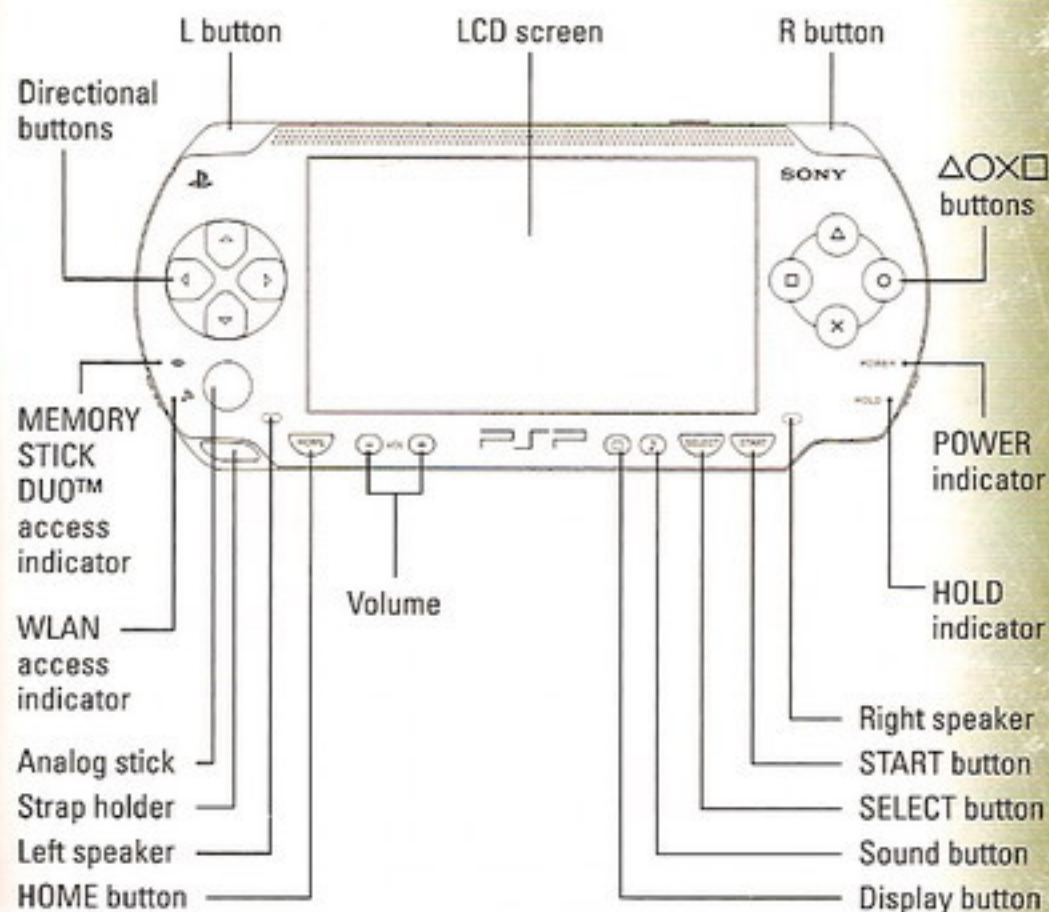
Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.



Starting Up

PSP™ (PlayStation®Portable) system configuration



For Your Eyes Only: Message to New Recruits

AUTHORIZATION ACCEPTED

BEGIN TRANSMISSION...

...

Welcome to ATLAS.

You have been recruited by the Advanced Tactical Legion for Allied Security to defend the world against covert organizations whose goals include terrorism, inciting wars, black market trading, and global domination. As a Field Commander, you will command a division of highly trained soldiers recruited from around the world to complete your objectives. To aid you in this task, ATLAS has seen fit to equip you with a complement of vehicles and weapons that combine the military might and technology of over 50 allied nations.

ATLAS was established by the Alliance of Nations as part of a secret provision under the Articles of Independence. Its purpose: To provide an independent organization funded by all of the allied nations with the authority to carry out intelligence gathering and combat actions against those enemy forces that legitimate governments could not combat or would not acknowledge.

ATLAS, our operations and our goals have and shall always remain covert in nature. Legitimate governments have and will continue to cover up our presence in the media and take credit for our actions as necessary. Anonymity is our ally, just as quick and decisive action free of bureaucratic intervention is our weapon.

Good luck Commander. We look forward to seeing you in action at Advanced Command Training next week.



...






END TRANSMISSION.









Controls

Menu Controls

Navigate highlighted menu item Directional buttons or analog stick
Select highlighted menu item..... 
Previous screen / Return to Main Menu 

Toggle between 1st and 2nd player in Hot Swap mode ..  or 
Switch Commanding Officer Left / right buttons
Switch Division Up / down buttons
Get Intel on selected Commanding Officer 
Get Intel on selected Division 
Change your player color..... 

Gameplay Controls

Open Start Menu / Pause game 
Mini-map..... 
Rotate camera Analog stick
Unit Info 
Toggle firing / movement range 
Select unit..... 
Switch to next available unit 

Playing Field Commander

MAIN MENU


From the Main Menu you can start different types of games, create your own missions and change game settings.

Tutorial

These three training missions will get you started on learning the basics necessary to command your units.

Campaign

Campaign play is a series of missions with a continuing story line. As you progress, you will unlock more parts of the game and encounter progressively more challenging missions as the story unfolds.

Press  to select campaign play. From the Campaign menu you can choose to start a new campaign, continue with a current game or load a saved campaign.

6

Quick Battle

Quick battle is a fast single-player game. Pick your mission, map and settings and start commanding your units in a flash. See the Quick Battles section on p.8 of this manual for details.

Versus

Versus mode allows you to start a quick one-on-one game with a friend via several different connection types.

Mission Creator

The Mission Creator allows you to create your own custom missions. Learn more about how to use the Mission Creator on p.20.

Extras

Here you can see hidden content you have unlocked so far in Field Commander, access player rankings and player-made missions online, or view the credits.

Settings

Adjust the audio settings here, as well as edit, delete or create additional player profiles.

TUTORIAL

This is a great place to start and learn the ropes of what it takes to become a master Field Commander. Three different missions will walk you through how to play the game and show you how to get the most out of each of the major unit types (Land, Sea and Air).

CAMPAIGN

Selecting "Campaign" allows you to start a new single-player campaign, continue your current campaign or load a campaign. The campaign is a single-player series of missions that follows an unfolding story and allows you to unlock additional Divisions and Commanding Officers for use in multi-player game modes. The campaign missions will get progressively more challenging as you play and victory conditions can vary. You may begin each with units and buildings. You will receive a briefing on the situation and your objectives from one of the ATLAS commanders. Meet the objectives to claim victory and move to the next campaign mission.

7

QUICK BATTLES

From the Main Menu select "Quick Battle" to begin.

Mission Selection

First, pick the map and mission you wish to play on the Mission Select screen. Use the directional buttons or the analog stick to change missions.

Displayed are the map topography and the mission objectives, as well as the climate and size of the map. You may change the climate of certain missions by pressing **△**. Press **×** to select a map.



Division Selection

Next, pick your division. Press **L** or **R** to switch between player 1 and player 2.

Select your Field Commander Commanding Officer (CO) by pressing the left or right directional buttons. Press **△** for more information on the current Field Commander CO displayed.

Select your Division by pressing the up or down directional buttons. Press **□** for more information on the currently displayed Division. Press **SELECT** to change the color of the selected player. Press **×** to accept your player settings.



Game Options

To set the game options for your quick battle, highlight the setting you want to change and press **×** to select it.

Starting Money: Use the left and right directional buttons to highlight the unit of money you want to change. Press the up button to increase the highlighted value and the down button to decrease it. Switch players by pressing **L** or **R**. Press **×** to accept your settings.



Victory Conditions: Select the conditions that must be met for a player to be declared the winner. Standard victory conditions are the destruction of all of an opponent's units or the capture of the opponent's headquarters.

Division Powers: Turn on or off the ability to use division powers in the quick battle by pressing the up or down buttons. Press **×** to accept your selection.

Timers: The timers will allow you to limit each player's turn time. The regular timer places a limit on each player's turn. If the time limit runs out for the current player's turn, the turn ends. The timer clock then resets and the opposing player begins his or her turn.

With the chess timer, each player's turn has a separate total time limit. The time it takes for a player to complete a turn is deducted from their total time. The timer does not reset at the end of each turn. If either player's time runs out during their turn before other victory conditions have been met, that player forfeits and victory goes to the opposing player.

Fog of War: Turn the Fog of War effect on or off by using the up button or down button to highlight your setting. Press **×** to accept.

Weather: Weather can affect your units and your enemy's units in a variety of ways. You can change the map weather to clear, raining or snowing by pressing the up button or down button to highlight your choice and pressing **×** to select it.

Effects of weather conditions:

- | | |
|---------|--|
| Clear | All conditions normal, perfect weather. |
| Raining | -1 movement for infantry, -2 vision for air units. |
| Snowing | -1 vision for all units, 50% increase in fuel consumption for all units. |

Start the Quick Battle

When you are satisfied with your quick battle settings, press **START** to begin.

VERSUS GAMES

Versus games can be played against another player either through a connection such as the internet or wireless connection or by taking turns using the same PSP System.

Hot Swap: Two players use the same PSP system to play against each other, passing it back and forth between them at each turn.

Ad hoc: Two players join a game against one another using the built-in wireless ad hoc mode of the PSP system.

Infrastructure: This mode uses an Internet connection through the PSP system. You connect to a remote server where you can meet others in an online lobby with whom you can start a game.



Transmission Mode (Play-By-Email): In this mode you may host or join a game through the Internet lobby without the opposing player necessarily being present. This mode is usually slower-paced as each player completes his or her turn and submits the moves to the server. The opponent can then receive those moves when he or she logs in, much like receiving an email, and then submit his or her own moves in return.

CREATING AN INTERNET CONNECTION

If you have never connected to the Internet before using your PSP system you will have to create a New Connection in order to play Field Commander via Infrastructure or Transmission Mode. To do this, select "Versus" from the Main Menu, then highlight either Infrastructure or Transmission Mode and press **X**.

On the Network Connection screen highlight "New Connection" and press **X**, then follow the on-screen instructions to complete the connection setup process.

CREATING A NETWORK LOGIN

Once you have finished creating an internet connection and have successfully connected to the Field Commander servers, you will need to create a Network Login. This login will keep track of your win/loss record and be displayed on the Leaderboards at Command Center (see p.19 for more information regarding rankings and Leaderboards).

You can try using your default profile name as your network login, but if that name has already been used, or if you would rather use a different login name, press **△** on the Create Network Login screen. Your chosen login name must be between 5 and 15 characters in length and use only alphanumeric characters. Once you are satisfied with your login name you can press **START** to accept your changes.

The final step after creating your login name will be to setup a password. Your password will be required every time you use your login name to access the Field Commander servers. To create a password, press **□** on the Create Network Login screen. Passwords must be between 4 and 15 characters in length and use only alphanumeric characters. As with your login, once you are satisfied with your password, press **START** to accept your changes.

After your Login and Password are set and you have returned to the Create Network Login screen, press **X** to finish the login process.

THE BATTLEFIELD SCREEN

The main battlefield screen is a 3D display of terrain, units and buildings. In the upper left of the screen are your division type and current money. To the right of these are the coordinates of the current space. Top center is the current game turn number and in the lower left is displayed information about the terrain and any units currently occupying the space.



Rotate your view by moving the analog stick left or right.

Fog of War

In some missions the Fog of War effect will be a factor on the main game screen. This "fog" obscures enemy movement and limits your units' visibility. Also, when moving to an area covered by Fog of War, if you move next to an enemy unit that was concealed by the fog, you will become "trapped" and unable to move for the duration of that turn. Use this to your advantage Commander; Scouts can see greater distances and when strategically placed can clear up large cloaked areas.

Mini-Map

Hold **R** to open a full view of the map in grid format. Units, buildings and terrain will be visible as icons in this view. Use the directional buttons to move the selector across the map and press **X** to zoom to the highlighted location in the main 3D game screen.



Start Menu

Press **START** during a game for options:

Cancel	Returns to the current game
End Turn	Ends your current turn
Division Info	Displays detailed division and CO info for both sides
Objectives	Displays victory and loss conditions for the current mission
Settings	Adjusts audio options and combat visuals
Surrender	Ends the game, forfeiting it to the opponent
Save Game	Saves your progress
Load Game	Loads up a previously saved game
Restart Game	Ends the current game and restarts it from the beginning
Exit	Quits the current game and returns to the main menu

UNIT INFORMATION SCREEN

To see the information on a unit, highlight the unit and press **△**. The unit info screen gives you valuable information on the unit's weapons and other important statistics.



- The unit's movement allowance
- The unit's visual distance in Fog of War
- The unit's health
- The unit's fuel

Press **⊗** to read additional information about the selected unit.

Unit Weapons

Detailed information about the units' weapons can be viewed by pressing **□** and **△** on the Unit Information Screen. Units can have up to two weapons, a primary and a secondary. Each weapon's relative effectiveness against different types of enemy units, such as sea, air, infantry and vehicles is displayed as a bar graph.

- The weapon's ammunition
- The weapon's firing range

A unit will fire with the most appropriate weapon for the enemy it is engaging.

MOVING UNITS

Move the selector onto the space with the unit you want to move. The unit will appear in the lower left of your screen along with its current health, fuel and ammunition, as well as the space's terrain and any defense adjustments the terrain conveys.

Press **⊗** to select the unit. If there are multiple units on the same space that are able to move, a box will open for you to select one of the units. Use the directional buttons to move the movement reticule to the location to which you want to move the unit. A highlighted movement path will appear. If the vehicle cannot reach the space, either because of the unit's movement allowance limit or terrain, the movement path will turn black and end on the last space the unit can reach.

Press **⊗** again when you have a space selected within the unit's movement range and the unit will move to that location. A menu will open with further options:



- Wait Ends this unit's turn
- Fire! Orders the unit to fire on an adjacent enemy
- Capture Begins capturing the building the unit occupies
- Join Joins two units low on health, adding their health together to make one unit
- End Turn Ends your game turn
- Cancel Aborts the current move; the unit returns to its starting space

Note: Some specialty units will have additional options available to them depending on their current status and location (load, attack terrain, stealth, submerge, supply and destroy unit).

Hint: You can press **○** to cycle through units that have not performed an action this turn. This may help you keep track of units when you have a large force to manage.

You do not have to move every unit in a turn if you do not want to. Also, a unit may have actions it can perform without moving, some of which (like firing at range) may require that the unit not move that turn. To perform an action with a unit without moving, simply press **⊗** twice to bring up the action menu.

Movement Range Grid

Press **[R]** when a unit is highlighted to see a grid representing the unit's attack range. Enemy units within this grid can be engaged by the unit this turn. Press **[R]** a second time to display the unit's movement range. Pressing it a third time will toggle the grid off.

Hint: You can also do this with enemy units to gauge their range in relation to your nearby units.



Terrain and Movement

Terrain will affect how far your unit can move. For example, dense forests can significantly slow your unit's movement or even completely prevent that unit from traversing the space at all. Likewise, an open road can provide a unit with unobstructed movement, allowing it to move greater distances.

Some units can destroy terrain obstacles such as forest, and even reduce dense cities to sparse ones. To do this, select "Attack Terrain" from the action menu.

TRANSPORTING INFANTRY UNITS WITH VEHICLES

Infantry units can be moved quickly and sometimes in larger numbers using transport vehicles. There are a variety of transport vehicles that travel on land, in the air and on the sea. You can load an infantry unit

when a transport is in a square adjacent to the infantry unit. Highlight the infantry unit and press **[X]**. Select "Load" from the menu. A green loading reticule will appear on the transport; if there is more than one transport near your infantry unit, you can select which to board by using the directional buttons. Press **[X]** again when the transport is targeted and the infantry unit will be loaded.



Transports can travel faster than infantry units, carry multiple units and provide some protection for the units in transit. Sea transports can carry all ground units, not just infantry.

Unloading Infantry Units

You can unload infantry units from a transport by selecting the "drop unit" option from the transport's action menu. If there is more than one type of unit in a transport, you must unload them separately. Only one infantry unit can occupy a single space, so you will have to unload additional units to separate spaces adjacent to the transport. Units can only be unloaded on valid terrain and sea transports can only unload onto beach areas.

COMBAT

Firing on the Enemy

To attack an enemy unit, most units must be in an adjacent square to the target. Move a unit to a square adjacent to an enemy and select

"Fire!" from the menu. A red reticule will appear on the adjacent enemy unit. If there is more than one enemy in adjacent squares, you can switch the target by pressing the directional buttons. When you have your chosen enemy targeted, press **[X]** to fire.

Note: When firing on an enemy unit at close range, chances are it will retaliate, firing back on your unit.

Ranged Combat

Some units have the ability to fire at targets at a range greater than an adjacent square. Certain units may only fire at range, and are thus vulnerable if the enemy gets too close; however, strategically placed at a distance, units that can fire at range have a distinct advantage: if the targeted enemy unit does not also have a ranged weapon, it cannot return fire.

[R] To fire at range, the target must be within firing range of the unit. Highlight the unit and press **[R]** to view the range of your unit; the values next to the range icon will tell you how far, in spaces, your target must be from your unit in order to fire at range.

Note: Firing at range takes up the full movement of the unit during a turn. A unit cannot move and fire at range in the same turn unless they are under the effect of a Division Power that allows this. For more on Division Powers, see pg. 19.




Mines

Some units, such as Spec Ops, have the ability to plant mines in adjacent squares where they will lie undetected until a land unit moves over the square. While this is a great defensive tactic to slow oncoming enemies, be careful you don't move your own troops over them or you will pay the price.

Hint: Spec Ops also have the ability to disable mines by walking over them. This may come in handy Commander; use your Spec Ops wisely.

Terrain Defense Adjustments

 Terrain and buildings can affect a unit's defense. Buildings and some types of terrain can convey defense bonuses due to good cover, while some terrain types, such as swamps, can actually worsen your defense.

Stealth Units

Certain units have a stealth ability that cloaks their presence from the enemy. Submarines, for example, can go into stealth mode by submerging. This can allow you to sneak up on enemy units. Stealth mode costs a lot of fuel and maintaining it for long periods can be risky, so be aware of your units' fuel while they are in stealth mode. Stealth units can be revealed if an enemy unit comes into an adjacent square to your stealth unit. Revealing stealth units will end the unit's turn.

Control Rooms

One of the most powerful buildings a player can own is the Control Room. A Control Room does not generate money or create units, but it does offer aggressive players the opportunity to wreak havoc on their opponents at the "push of a button."

A Control Room can launch a long-range strategic attack against the enemy with devastating consequences. Firing such a powerful weapon requires recharge time however, and when a player initially captures a Control Room, its recharge timer starts so it cannot immediately be fired. For example, if you capture the satellite laser control room that has a recharge time of three, you must wait four rounds before you can fire it for the first time.

Once under control, the player can use the Control Room like a factory, except that instead of purchasing vehicles the player chooses to use the off-board fire. Once fired, the recharge timer resets and begins counting down to the next time the Control Room can be used.

Control Rooms are difficult to acquire with a capture value of 30 points.

Note: All Control Room fire affects both friendly and enemy units! See the Buildings section starting on p. 27 of this manual for details on different Control Rooms.

RE-SUPPLYING UNITS

Some of your units have important but limited supplies to keep them going. These include fuel and ammunition. You can re-supply units by moving them into a building you control for a turn. To re-supply units in the field, maneuver a truck or transport unit into an adjacent space and select "Supply" from the action menu. All units in adjacent squares will be re-supplied.

Fuel


As your vehicle units move around the map, they will consume fuel. Special powers like stealth will consume units' fuel rapidly. To keep these units functioning properly, monitor their fuel and re-supply them before they run out completely. In some cases, running out of fuel can mean the destruction of your unit!

Ammunition

A unit must also have ammunition in order to function properly. If a unit runs out of ammo, it will not be able to fire on the enemy. Some units are equipped with multiple weapons, so as long as they still have ammunition available for a valid weapon, they can still fire on an enemy.



REPAIRING UNITS

 Damaged units can be repaired by moving them to buildings you have control of for a few turns. At the beginning of a turn, a repair icon will appear above units that have received repairs that turn. Some building types offer greater repairs than others, for example a dense city will repair 2 per turn while a sparse city will only repair 1 per turn.


INCOME AND BUILDINGS

Your income is determined by the buildings you own. Each building type has a per-turn income it will generate for you. See the Buildings section on page 27 for detailed information on building incomes.




Factories are special buildings that generate income and allow you to manufacture units. Some buildings like airports and seaports give you the ability to manufacture air and sea units. Control Rooms do not generate money or create units.


Capturing Buildings

Capturing buildings is an important part of gaining the upper hand on your opponent. Buildings provide income, strategic defensive advantages and production capability. Only infantry units can capture buildings.

 To capture a building, move an infantry unit onto an unoccupied building and select "Capture." Buildings have a capture value displayed under a flag icon; this is the value that must be overcome by your infantry in order to claim the building. Your infantry's health is the amount of this capture value that can be defeated in a turn. For example, an undamaged Grunt unit has a health value of 10. If the Grunt moves onto a dense city with a capture value of 20, it will take the Grunt two turns of capturing to claim the building for your side. Note that capturing units can be attacked. Buildings offer some defensive bonuses, but taking damage from attacks reduces your infantry unit's health and will thus reduce the amount that unit can defeat of the building's capture value at the end of the turn. Control Rooms are captured by infantry like any other building. However, only one Control Room can be owned by a player at a time. If a player captures a second control room, ownership of the first is immediately relinquished.

PRODUCING UNITS

 Factories can produce new units for you if you have the money to purchase them. Highlight a factory and press . The production menu will display the units that can be created by the factory and the cost of each. Units that are grayed out cost too much to produce this turn. Select the unit you wish to produce and press . The selected unit will appear in the factory immediately; however it will not be useable until the following turn. Sea and air units have special factories that create these units: airports for air vehicles and seaports for water vehicles.

Note: You can destroy a unit only when the unit you want to destroy is occupying the same tile as the building that can create it. For example, to destroy a grunt you would have to move the grunt onto the tile containing a factory under your control, then press  and select destroy unit from the menu. Sea units can be destroyed in Seaports, Air units can be destroyed in Airports.


Hint: Destroying units does provide quick income from units that you have no more use for, however the unit's health will dictate how much money they are worth.

DIVISION POWERS

Division powers are special abilities you can receive as your division becomes more experienced. Taking damage and dealing damage will increase your division power meter. As the meter gets filled, you will be able to activate one of two possible division powers.

The two types of division power are minor and major. Each division in the game possesses one of each type. When you fill your division power meter halfway, you will be able to activate your minor division power.

You may elect to wait, however, and fill your division power meter all the way. Doing so will grant you access to your major division power.

To activate a division power, move the selector onto an unoccupied space on the map and press .

Generally, division powers are most effective if used at the start of your turn. Additionally, each division has its own modifiers that are constantly in effect. Division modifiers are that particular division's strengths and weaknesses that do not have to be activated to apply.



Leaderboard Rankings and Online Command Center

Field Commander players can view real-time rankings online through their PSP™ (PlayStation®Portable) Systems or at Field Commander's Command Center on the Web at www.fieldcommandergame.com. Players can upload missions, rate posted missions and more through the Field Commander game using their PSP™ (PlayStation®Portable) Systems.

Connecting to the Command Center by other means outside the game allows you to view stats and rankings, but changes such as mission uploads and mission ratings can only be made using the PSP™ (PlayStation®Portable) System.

Please note – use of Command Center, whether through your PSP™ (PlayStation®Portable) System or by other means, is subject to the terms and conditions of the Terms of Use located on p.40 of this manual and on the website.

Mission Creator

The mission creator allows you to create your own missions on pre-made maps. You can even upload your work for other Field Commander players to enjoy.

To enter the mission creator, select "Mission Creator" from the Main Menu and then choose Use Blank Map or Modify Mission, then press **X**.

Use Blank Map

These maps are completely blank of all units and placements. Choose this option if you want to make a mission totally from scratch. Once you have your map selected, Press **X**.

Modify Mission

This option allows you to change the missions already in-game. You can also use this menu to access any of your previously saved Mission Creator maps. Press **X** to load a mission packaged with the game, or **□** to load a mission you have modified and saved.

MAP VIEWS AND CONTROLS

In the mission creator you can toggle between a grid view of your map and a 3D view by pressing **□**.

Grid View Controls

- X** Place selected unit or placement in highlighted tile
- Delete highlighted object
- R** Change selected placement type
- L** Change selected unit type
- △** View the stats of a placed unit
- Up/Down Directional .. Change affiliation of unit or placement between ATLAS, Shadow Nation or Neutral (only placements can be Neutral, need to be captured)

In the grid view on the right side of the screen you will see a list of objects that occupy the currently highlighted space. The objects' statistics will also be displayed, such as fuel, ammo and health for units, defense adjustments for terrain and capture points for buildings. The unit will have an "S" in the statistics if it is meant to start out in stealth mode.

MISSION OPTIONS

Press **START** to view the mission options.

Mission name	Enter the name of this mission
Weather	Select the type of weather for this mission
Fog of War	Set fog of war on or off
Timers	Set the types of timers, if any
Production	Set the types of units that can be produced by each player
Starting Money	Set the amount of money each player starts with
Division	Set the default division type and commander for each player (players will still have the ability to change these prior to the start of the mission)
Victory Conditions	Set the conditions that must be met for each player to claim victory
Balance Readout	Display each side's stats, such as number of buildings and units to help you balance the power of your mission
Save Mission	Save your mission (your custom mission can be uploaded to the Command Center for other players to download via the Extras section of the main menu)
Exit	Quit the mission creator and return to the main menu

PLACING OBJECTS

To place a building or type of terrain, press **R** to bring up a list of these types of objects. Use the left button or right button to choose the object you want. Press **X** to select the currently highlighted object.



To place a unit, press **L** and follow the same procedure to select the unit type you want to place.

Once you have selected an object to place, it will appear at the bottom of the screen. Use the directional buttons to move the selector to the location you want. Press **X** to place the currently selected object.

You can use the mini map or 3D view to place units. Just press **□** to toggle between the two views.

To delete an object, highlight the object and press **○**.

Some things to remember:

No unit or placement can be placed on a teton.

Placing a unit on a tile it cannot traverse (truck on a swamp) will cause the swamp to be erased.

*Pressing **X** after placing forests, swamps or blockades will change their appearance. Their functionality will remain the same.*

*Be sure to press **△** to see the unit's stats for helpful info on fuel, movement and vision.*

BROWSE THE INTERNET WITH YOUR PSP™ SYSTEM

For the latest news, game info and downloads, open the internet browser on your PSP™ System and go to <http://mobile.station.sony.com>

Units



Primary Weapon / Ammo
Secondary Weapon / Ammo
Specials

GRUNT

Cost	1,000
Movement Points	3
Vision Range	2
Fuel	N/A

M.A.R.-92 / Unlimited (∞)
No Weapon
Capture



Primary Weapon / Ammo
Secondary Weapon / Ammo
Specials

SPECIAL OPS

Cost	4,000
Movement Points	3
Vision Range	2
Fuel	N/A

M-267 "Thumper" A.D.M. / 5
SM-54 "Fogger" Cone Rifle / ∞
Capture, lay and remove mines, ranged attack



Primary Weapon / Ammo
Stealth Weapon / Ammo

SNIPER

Cost	6000
Movement Points	3
Vision Range	2
Fuel	N/A

M-41 "Wasp" SMG / ∞
JAK-85 "Imperator" Electro-Magnetic Mass Driver / 5
No Weapon
Capture, stealth, ranged attack



Primary Weapon / Ammo
Secondary Weapon / Ammo
Specials

SCOUT

Cost	4,000
Movement Points	8
Vision Range	5
Fuel	80

"Triari" .50 Caliber Machine Gun / ∞
No Weapon
Transport one infantry unit



TRUCK

Cost 5,000
 Movement Points 6
 Vision Range 3
 Fuel ∞

Primary Weapon / Ammo
 Secondary Weapon / Ammo
 Specials

No Weapon
 No Weapon
 Re-supply, transport up to two infantry units



TANK

Cost 15,000
 Movement Points 5
 Vision Range 1
 Fuel 50

Primary Weapon / Ammo
 Secondary Weapon / Ammo
 Specials

120mm "Brimstone" Cannon / 8
 15mm "Cerberus" Rotary Assault Gun / ∞
 None



HALF-TRACK

Cost 7,000
 Movement Points 6
 Vision Range 3
 Fuel 60

Primary Weapon / Ammo
 Secondary Weapon / Ammo
 Specials

55mm "Victor" Smoothbore Cannon / 8
 5.56mm "Buzz Saw" Chain Gun / ∞
 None



ROCKET LAUNCHER

Cost 12,000
 Movement Points 5
 Vision Range 2
 Fuel 50

Primary Weapon / Ammo
 Secondary Weapon / Ammo
 Specials

Hawkeye Missile Battery / 5
 No Weapon
 Ranged attack



CONCEALED TANK

Cost 15,000
 Movement Points 5
 Vision Range 1
 Fuel 50

Primary Weapon / Ammo
 Stealth Weapon / Ammo
 Secondary Weapon / Ammo
 Specials

60mm "Miser" Recoilless Rifle / 8
 "Furion" Plasma Cannon / 5
 No Weapon
 Stealth, ranged attack



ANTI-AIRCRAFT GUN

Cost 8,000
 Movement Points 5
 Vision Range 3
 Fuel 70

Primary Weapon / Ammo
 Secondary Weapon / Ammo
 Specials

"Tall Boy" Rapid Fire Flak Guns / 8
 No Weapon
 None



TRANSPORT

Cost 6,000
 Movement Points 6
 Vision Range 1
 Fuel ∞

Primary Weapon / Ammo
 Secondary Weapon / Ammo
 Specials

No Weapon
 No Weapon
 Re-supply, transport up to two ground units



CORVETTE

Cost 10,000
 Movement Points 6
 Vision Range 3
 Fuel 50

Primary Weapon / Ammo
 Secondary Weapon / Ammo
 Specials

"Man-o-War" Depth Charge / ∞
 Cruise Missile / 8
 Lay and remove mines



BATTLESHIP

Cost 24,000
 Movement Points 5
 Vision Range 2
 Fuel 40

Primary Weapon / Ammo
 Secondary Weapon / Ammo
 Specials

3-22in "Titan" Heavy Cannons / 8
 No Weapon
 Ranged Attack



SUBMARINE

Cost 14,000
 Movement Points 5
 Vision Range 5
 Fuel 40

Primary Weapon / Ammo
 Secondary Weapon / Ammo
 Specials

"Kingfish" Torpedo / 5
 None
 Submerge



UTILITY HELICOPTER

Cost 5,000
 Movement Points 6
 Vision Range 2
 Fuel 50

Primary Weapon / Ammo
 Secondary Weapon / Ammo
 Specials

No Weapon
 No Weapon
 Transport up to two infantry



GUNSHIP

Cost 9,000
 Movement Points 6
 Vision Range 3
 Fuel 50

Primary Weapon / Ammo
 Secondary Weapon / Ammo
 Specials

RF-98 "Peacemaker" Heavy Rockets / 8
 20mm "Colossus" Auto-Cannon / ∞
 None



TANK-BUSTER

Cost 22,000
 Movement Points 7
 Vision Range 2
 Fuel 60

Primary Weapon / Ammo
 Secondary Weapon / Ammo
 Specials

GBU-16a "Ghurka" Smart Bomb / 8
 30mm "Vengeance" Chaingun / ∞
 None



STEALTH FIGHTER

Cost 12,000
 Movement Points 9
 Vision Range 5
 Fuel 70

Primary Weapon / Ammo
 Secondary Weapon / Ammo
 Specials

"Star-Fire" Air-to-Air Missiles / 8
 No Weapon
 Stealth

Buildings



HEADQUARTERS

Revenue per Turn 1000
 Capture Value 20
 Defense Adjustment 4
 Heal per Turn 2

This building provides the maximum defense offered by buildings. The headquarters does not restrict unit movement. It provides a healthy income to the player. Units re-supply and heal within the headquarters the same as the dense city. Lastly, most missions end and victory is awarded to the opposing force that captures the opposing headquarters. There is only ever one headquarters building per side, per map.



SPARSE CITY

Revenue per Turn	500
Capture Value	15
Defense Adjustment	2
Heal per Turn	1

The sparse city provides a small amount of money every turn. They need to be captured to realize the economic benefit. The sparse city adds a small degree of defense to units. Units re-supply if they spend a turn in a player-controlled sparse city and heal slightly each turn they remain in a sparse city.



DENSE CITY

Revenue per Turn	1000
Capture Value	20
Defense Adjustment	3
Heal per Turn	2

A dense city provides more defense than a sparse city. When captured, a dense city provides a healthy income to the controlling player. A dense city can be attacked to reduce it to a sparse city. Units re-supply if they spend a turn in a player-controlled dense city, and heal each turn they remain in a dense city.



FACTORY

Revenue per Turn	1000
Capture Value	20
Defense Adjustment	3
Heal per Turn	2

The factory provides the same level of defense as the dense city. When captured, factories provide a healthy income to the owning player. This building provides the ability to make ground units. Units re-supply and heal the same as the dense city while within a player-controlled factory. Units cannot be built if an enemy unit is inside.



AIRPORT

Revenue per Turn	1000
Capture Value	20
Defense Adjustment	3
Heal per Turn	2

An airport provides the same level of defense as the dense city. When captured, airports provide a healthy income to the owning player. This building provides the ability to make air units. Units re-supply and heal in a player-controlled airport the same as the dense city. Units cannot be built if an enemy unit is inside.



SEAPORT

Revenue per Turn	1000
Capture Value	20
Defense Adjustment	3
Heal per Turn	2

While only naval units and infantry can move onto the seaport, the seaport provides the same level of defense as the dense city. When captured, seaports provide a healthy income to the owning player. This building provides the ability to make sea units. Units re-supply and heal in a player-controlled seaport the same as the dense city. Units cannot be built if an enemy unit is inside.



SATELLITE LASER CONTROL ROOM

The Satellite Laser Control Room allows the player to call in a satellite-based laser attack to a specific location on the map. It is a devastating attack that affects all unit types.



AIR STRIKE CONTROL ROOM

The Air Strike Control Room is used to call in a bomber that will fly to the target area and drop a payload of bombs. An air strike can be called in for any specific location on the map. Trees hit by a direct blast are reduced by one level (i.e., dense forests are reduced to light forests and light forests are obliterated). Air strikes cause land and sea damage but do not affect air units.



CONCUSSION BLAST CONTROL ROOM

The Concussion Blast Control Room, or "Sun Burst," is used to launch a concussion bomb that detonates 2,000 feet in the air above the target area and immobilizes all air and infantry units for one round. Ground vehicles and sea units are not affected by this blast.



EMP BLAST CONTROL ROOM

The EMP Blast Control Room is used to launch a charged electromagnetic mortar that immobilizes all ground vehicles and sea units for one round on impact. Air units and infantry units are not affected by this blast.



NAPALM STRIKE CONTROL ROOM

The Napalm Strike Control Room launches a cluster of missiles that, on impact, cover the area of effect in napalm that expands for three game turns. The player can call in the Napalm Strike for any specific location on the map. It is primarily meant to destroy infantry units and trees. Napalm strikes do not affect air units. Any forest space (light or dense) within the radius of effect on any turn is completely destroyed. Ground vehicles cannot drive through napalm and napalm will not expand onto water.

Commanding Officer Profiles

Here are some of the commanders you will support or challenge on the battlefield as a Field Commander.

ATLAS



CODENAME: BRICK
REAL NAME: MSGT Kenneth Cuthbert
AGE: 52
BLOOD TYPE: AB Negative
POSITION: Chief Training Officer

Profile

A former drill sergeant, Brick now serves as the chief training officer for ATLAS. Tough as nails and as hardheaded as a hammer, Brick ensures that those who make it through the legion's basic training program are worthy of the tasks set before them.



CODENAME: SHELLCASE
REAL NAME: Elizabeth Lexington
AGE: 24
BLOOD TYPE: O Positive
POSITION: Quartermaster

Profile

As the ATLAS Quartermaster, Shellcase is in charge of assigning and overseeing the transfer of all equipment to Field Commanders in ATLAS operations. Liz definitely has an unconventional way of doing things, but nonetheless manages to do her job better than anyone else who's ever held her position.

SHADOW NATION



CODENAME: REDCLAW
REAL NAME: YURI ZAROVICH
AGE: 46
BLOOD TYPE: A POSITIVE
POSITION: Infantry Commander

Profile

A former commander, the great bear of a man known as Redclaw was discharged and exiled from his home country for being far too eager to sacrifice his troops in battle. His suicidal charges, while inflicting heavy casualties on his own men, were nonetheless both deadly and effective. Redclaw is known for having a bad temper and refusing to back down from a challenge, making him easily baited.



CODENAME: FRAGFEST
REAL NAME: Jonathan Harrows
AGE: 40
BLOOD TYPE: AB POSITIVE
POSITION: Infantry Specialist

Profile

Dishonorably discharged, Sergeant Jonathan Harrows, or Fragfest as he's now known, is a violent killer through and through. Fragfest has been charged with over 67 war crime violations but has yet to be caught by any proper authorities. His ruthless behavior makes him an ideal Shadow Nation agent, and the soldiers assigned to him generally share his blatant disregard for human life.

Division Profiles

Here are some of the divisions you can command, and some you will face on the field of battle.

ATLAS DIVISIONS

THE REGULARS



The Regulars were the first division ever formed for ATLAS. The starting point for all career soldiers, this division has included every member of ATLAS at one time or another.

Division Powers

Unsung Heroes (Minor)

The Regulars are known for their ability to take a substantial amount of punishment and stay focused under fire. All of the player's units gain a 10% increase in their damage and defense for one round.

Rallying Cry (Major)

Rigorous training and top-notch weaponry make the Regulars exceptional at offense as well as defense. All of the player's units gain a 20% increase in their damage and defense for one round.

THE LONG SHOTS



The 16th Recon Division has earned their thoroughbred logo time and time again. The Long Shots are always one of the first divisions on the field of combat. They can usually win a battle before it turns into a war. With their lightning speed they overtake and demolish foes before the enemy has a chance to utilize cover.

Division Powers

Nitro Boost (Minor)

The Long Shots have modified their vehicles with a powerful nitro booster. Pilots and crew have complained about neck pain and bruises from being rocketed around inside the vehicle while boosting. Target unit can move twice its normal movement for one turn.

Encouragement (Major)

The Long Shots' infantry run for miles every day and its pilots and crews hardly ever leave their stations. This level of dedication is evident in the lightning-quick response time of the entire division. All of the player's units gain three extra movement points for one turn.

SHADOW NATION DIVISIONS

THE BLACK BEARS



Known primarily as where the weak Shadow Nation members go to die, this division is comprised of all the soldiers that were unable to make the grade to get into a "real" division. The Black Bears garner no respect in the organization and are considered as disposable as tissue paper.

Division Powers

Relentless Pursuit (Minor)

Their hearts bleached by failure, the Black Bears relentlessly pursue their targets in the hope of redemption. All of the player's units gain a 10% increase in their damage and defense for one turn.

Lust for Victory (Major)

Despite a lack of quality equipment and training, the years of fighting in the worst situations imaginable have given the Black Bears an uncanny aim and war-hardened skin. All of the player's units gain a 20% increase in their damage and defense for one round.

THE BUTCHERS



The 22nd Soldier Division is one of Shadow Nation's most fierce divisions. During battle they slowly surround and trap the enemy. When the enemy makes a vain attempt to break free, the "Butchers" begin their slaughter working themselves into frenzy. They pride themselves on heartless acts that leave no survivors.

Division Powers

Free Fall (Minor)

Butcher Paratroopers routinely compete to see who can fall the farthest before pulling their ripcord. More than a few have won the competition by default... Player can place two grunts on any legal spot on the map that is within their units' vision radius.

Dying Fight (Major)

All Butcher grunts are trained to fight to the death. An abnormally high amount of ATLAS forces have been attacked from behind leaving a battle they thought was finished. All grunts do +3 damage to anything they attack for one round.

CREDITS

GAME DEVELOPMENT

Sony Online Entertainment

Director of Development

Nicholas Beliaeff

Producer

Clint Worley

Lead Programmer

Christian Ebbecke

Programmers

Matt Stelzer

Andrew Silber

Ron Grierson

Additional Programmer

Michael Hunley - Code Cobblers, Inc.

Lead Artist

Phelan Sykes

Artists

Mike Chubb

Sung Kim

Scott McDaniel

Vic Soto

Arash Keissami

Josh Robinson

Additional Art

Sebastian Strzalkowski

Nathan Temple

Lead Designer

Bill Coyle

Design

Matt Yaney

Wes Bunn

Writer

Marianne Krawczyk

Concept Art

Scott Robertson, Design Studio Press

Special Thanks

Brandon Bogle

Andrew Skirvin

Nathan Bosia

Chris Clark

Chris Eden

Mohammed Khan

Glen Van Datta

John Abad

with Mind Control Software, LLC

Mind Control Executive Producer

Andrew Leker

Design

Tynan Wales

Eduardo Baraf

Michael Ruppert

Darren Koeppe

Programming

Marc LeBlanc

Additional Work

Tim Turner

Lead Tester

Andrew Carrol

Testers

Jeff Kolb

Harry Mack

David McClelland

Bradley Neuenburg

Ross Sigworth

Sami Sillanpaa

Anthony Woo

Jeremy Howell

Max Knerler

Andrew Campbell

Alan Aleman

AUDIO

Audio Director

Michael Smith

Project Manager

Glenn Snyder

Audio Lead

Cat Neri

Voiceover Coordinator

Joy Kosenski

Music Composition

Laura Karpman

VOICEOVER

Produced by

Sony Online Entertainment

In Association with

ZRO Limit Productions & Animaze, Inc.

Producers

Yutaka Maseba
Haruyo Kanesaku

Assistant

Kanae Seki

ADR Director

Kevin Seymour

Recording Facility

Magnitude 8 Post
Les Claypool III

Digital ADR Tracking

Preston Martin
Collin McQueen

STUDIO MANAGEMENT

Vice President, Development

John Donham

CUSTOMER SERVICE AND QUALITY ASSURANCE

Vice President of Customer Service and Quality Assurance

George Scotto

Executive Director of Quality Assurance

Tony Rado

Quality Assurance Manager

Rob Thompson

Quality Assurance Supervisors

Jason Boone, Shad Halsey, Andy Lamp,
Taylor Haley

QA Technical Liaison

Andrew Baker

Quality Assurance Lead

Carl Flaherty

Quality Assurance Analysts

Jake Suguitan, Ryan Shannon,
Chris Schmoedel, Will Doolittle,
Kris Kleinow, Matt Arsulich,
Michelle Schade, Curtis Clevenger,
Jason Grimes, Cedric Paris,
Joseph Piehl, Matthew Tomlinson,
Scott Mills, John Davidson, Tim Jones,
Antoine Moore, Tom Moran,
Morgan Ramsay, Joel Rodriguez

TRC Specialists

David R. Curington, Vincent Pang

Compatibility Lab

Ryan Antonelli, Jason Zimmerman,
Chris Johnson, Josh Potter, Joe Obezo

SALES AND MARKETING

Sr. Vice President of Sales

Don Vercelli

Vice President of Marketing

Michael Lustenberger

Sr. Director of Corporate Communications

Chris Kramer

Sr. Brand Manager

Laura Naviaux

Public Relations Manager

Katie Uhlman

Associate Brand Manager

Casey Dickinson

Sales & Marketing Team

Caroline Amiguet, Jen Belfield,
Steve Gefrom, Clayton Kroh,
Rob Liguori, Mike Meyer,
Brian Patience, Taskin Sayilir,
Courtney Simmons, Katie Thomas,
Phil Tish, Lauren Zeiger, Ari Ziegel

BUSINESS DEVELOPMENT

Business Development

Louis Figueroa

INTERNATIONAL OPERATIONS

Executive Director of International Operations

Matt Sivertson

Localization Managers

David Kim, Stacey Sofia-McDaniel,
James Whisenant

Technical Lead for International Operations

Robert McEntee

LEGAL DEPARTMENT

Vice President, Legal and Business Affairs

Rick Herman

Staff Counsel

Kelly Conway

Legal Administrator

Olivia Skelly

FIELD COMMANDER™ END USER AGREEMENT AND SOFTWARE LICENSE

THIS FIELD COMMANDER™ END USER AGREEMENT AND SOFTWARE LICENSE (THE "AGREEMENT") IS A LEGAL AGREEMENT BETWEEN YOU AND SONY ONLINE ENTERTAINMENT LLC. ("SOE" OR "WE") WITH RESPECT TO YOUR USE OF FIELD COMMANDER FOR THE PSP™ (PLAYSTATION®PORTABLE) SYSTEM INCLUDING ANY GAME SOFTWARE, HARDWARE (INCLUDING THE UNIVERSAL MEDIA DISC ("UMD™")), PRINTED, ELECTRONIC, AND ONLINE MATERIALS AND ASSOCIATED MEDIA AND DOCUMENTATION (COLLECTIVELY, THE "GAME"). BY INSTALLING, COPYING, RUNNING, DISPLAYING, ACCESSING OR OTHERWISE USING THE GAME, YOU AGREE TO BE BOUND BY THE TERMS AND CONDITIONS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS AND CONDITIONS OF THIS AGREEMENT, DO NOT INSTALL OR USE THE GAME AND YOU SHOULD CONTACT YOUR PLACE OF PURCHASE REGARDING ITS RETURN POLICY FOR THIS PRODUCT. IF YOU HAVE ANY QUESTIONS REGARDING THESE TERMS AND CONDITIONS, PLEASE CONTACT CUSTOMER SERVICE AT FCsupport@soe.sony.com.

1. Subject to the terms of this Agreement, we hereby grant to you a non-exclusive, limited, personal, revocable license to use the Game. The Game also may include certain features that enable you to create custom content, such as vehicle features or maps ("Custom Content") for your non-commercial use with the Game. All Custom Content is part of the Game as defined herein. You may not copy (except to make one necessary back-up copy), distribute, sell, auction, rent, lease, loan, modify or create derivative works (other than Custom Content to be solely used with the Game), adapt, translate, perform, display, sublicense or transfer all or any portion of the Game. You may not copy any of the written materials accompanying the Game. You may not reverse engineer, disassemble or decompile all or any part of the Game except to the extent that this restriction is expressly prohibited by applicable law. The Game may contain license management software that restricts your use of the Game.

2. To play the Game, including multi-player versions of the Game, you must have all applicable or required hardware and software to operate the Game (which depending on whether you are playing a single player version, or one of the multiplayer versions of the Game, may include, without limitation, a PSP™ system and Memory Stick Duo™) which we do not provide and which are sold separately. In addition to any fees described herein, you are responsible for paying all applicable taxes (including those we are not required to collect) and for all hardware (including, without limitation, the PSP™ system) software, service and other costs you incur to play the Game. This Agreement does not entitle you to any subsequent releases of the Game, nor to any expansion packs or similar ancillary products. You understand that we may update or otherwise enhance the Game at any time and in doing so incur no obligation to furnish such updates to you pursuant to this Agreement.

3. We may amend this Agreement at any time in our sole discretion. Such amendments shall be effective whenever we make the notification available for your review.

4. You may transfer your rights under this Agreement provided that the recipient agrees to the terms of this Agreement.

5. We may terminate this Agreement immediately and without notice if you breach this Agreement or infringe any intellectual property rights, or upon gameplay or any player activity whatsoever which we, in our sole discretion, determine is inappropriate and/or in violation of the spirit of the Game. If we terminate this Agreement under these circumstances, you must destroy all copies of the Game and Custom Content (and all parts thereof).

6. Except for the revocable, limited license expressly granted hereunder, we and our suppliers shall retain all rights, title and interest, including, without limitation, ownership of all intellectual property rights relating to or residing in, the PSP™ system, the UMD™, the Memory Stick Duo™, the Game, all copies thereof, and all game data in connection therewith. You acknowledge and agree that you have not and will not acquire or obtain any intellectual property or other rights, including any right of exploitation, of any kind in or to the Game, including, without limitation, in any character(s), vehicles, Custom Content, item(s), or other material or property, and that all such Custom Content, property, material and items are exclusively owned by us. The Game is copyrighted and is protected by United States copyright laws and international treaty provisions. You acknowledge that the Game contains valuable trade secrets of SOE, and that SOE and/or its licensors own all intellectual property rights in and to the Game, including, without limitation, all patent rights, copyrights, inventions, trade secret rights, trade dress rights, trademark rights and intellectual property rights therein and thereto. You may not remove the copyright and other proprietary rights notices from the Game. You agree that this Agreement shall be retained with all printed and electronic copies of the Game and documentation constituting the Game. You agree to prevent any unauthorized copying or distribution of the Game. Except for the license as expressly provided herein, SOE does not grant you any express or implied right in any patents, copyrights, trademarks, or trade secret information of SOE and/or its licensors.

7. You may not:

- (i) use any unauthorized third party software to modify the Game to change multiplayer Game play;
- (ii) create, facilitate, host, link to or provide any other means through which the Game may be played by others, such as through server emulators, except as may be permitted by the unmodified Game and supported by SOE;
- (iii) exploit the Game or any of its component parts for any commercial purpose (including but not limited to, exploitation at a cyber cafe or gaming center) without prior written consent of SOE;
- (iv) sell or auction (or host or facilitate the ability to allow others to buy, sell or auction) any Custom Content, copyrighted or proprietary material relating to the Game; or
- (v) host or provide any matchmaking service for the Game.

8. SONY ONLINE ENTERTAINMENT LLC. WARRANTS TO THE ORIGINAL PURCHASER OF THIS PRODUCT THAT THE UMD™ IS FREE FROM DEFECTS IN MATERIAL AND WORKMANSHIP FOR A PERIOD OF NINETY (90) DAYS FROM THE ORIGINAL DATE OF PURCHASE. SONY ONLINE ENTERTAINMENT LLC. AGREES FOR A PERIOD OF NINETY (90) DAYS TO EITHER REPAIR OR REPLACE, AT ITS OPTION, THIS PRODUCT. YOU MUST CALL (858) 537-0898 TO RECEIVE INSTRUCTIONS TO OBTAIN REPAIR/REPLACE SERVICES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SONY ONLINE ENTERTAINMENT LLC. EXCEPT AS DESCRIBED HEREIN, WE AND OUR SUPPLIERS EXPRESSLY DISCLAIM ALL WARRANTIES OR CONDITIONS OF ANY KIND, EXPRESS, IMPLIED OR STATUTORY, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF TITLE, NON-INFRINGEMENT, MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. EXCEPT AS DESCRIBED HEREIN, WE PROVIDE THE UMD™ AND THE GAME AND ALL OTHER SERVICES "AS IS". ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SONY ONLINE ENTERTAINMENT LLC, OR ITS SUPPLIERS BE LIABLE FOR INCIDENTAL, INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES (HOWEVER ARISING, INCLUDING NEGLIGENCE) RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SONY ONLINE ENTERTAINMENT LLC. SOFTWARE PRODUCT. OUR LIABILITY TO YOU OR ANY THIRD PARTIES IS LIMITED TO \$100. Without limiting the foregoing, we do not ensure continuous, error-free, secure or virus-free operation of the product or continued availability of the PSP™ system.

Some jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages or liability, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights which vary from jurisdiction to jurisdiction.

9. We are not liable for any delay or failure to perform resulting from any causes beyond our reasonable control. You agree to indemnify, defend and hold harmless SOE, SOE's affiliated companies and suppliers, and all of their respective officers, directors, owners, agents, employees, information providers, affiliates, licensors and licensees (collectively, "Indemnified Parties") from and against any and all liability and costs including, without limitation, attorneys' fees and costs, incurred by the Indemnified Parties in connection with any claim arising out of (i) any breach by you of the Agreement or the foregoing representations, warranties and covenants or (ii) your use of the Game, PSP™ system, UMD™, Memory Stick Duo™ (for PSP™ system) and any other hardware or software required to play the Game.

10. You shall comply with all applicable laws regarding your playing of the Game on any fixed media on which it appears (including the UMD™). Without limiting the foregoing, you may not use or otherwise export or re-export the Game except in full compliance with all applicable laws and regulations, including, without limitation, the laws of the United States.

11. This Agreement is governed in all respects by the laws of the State of California as such laws are applied to agreements entered into and to be performed entirely within California between California residents. The UN Convention on Contracts for the International Sale of Goods is expressly disclaimed. Both parties submit to personal jurisdiction in California and further agree that any cause of action relating to this Agreement shall be brought in the County of San Diego, State of California (if under State law) or the Southern District of California (if under federal law). If any provision of this Agreement is held to be invalid or unenforceable, such provision shall be struck and the remaining provisions shall be enforced. Our failure to act with respect to a breach by you or others does not waive our right to act with respect to subsequent or similar breaches. Except as set forth herein, you may not assign or transfer this Agreement or your rights hereunder, and any attempt to the contrary is void. This Agreement sets forth the entire understanding and agreement between us and you with respect to the subject matter hereof. Except as provided herein, this Agreement may not be amended except in a writing signed by both parties.

12. All services hereunder are offered by Sony Online Entertainment LLC., located at 8928 Terman Court, San Diego, California 92121. Our phone number is (858) 537-0898. The Complaint Assistance Unit of the Division of Consumer Services of the Department of Consumer Affairs may be contacted in writing at 400 R Street, Sacramento, CA 95814, or by telephone at (800) 952-5230.

13. The Game is a "commercial item" if acquired under agreement with the U.S. Government or any contractor thereof in accordance with 48 CFR 12.212 of the FAR and, if acquired for Department of Defense (DoD) units, 48 CFR 227-2202 of the DoD FAR Supplement, or any succeeding similar regulations.

Terms of Use

This service (the "Service") is offered to you conditioned on your acceptance, without modification, of the terms and conditions set forth below (the "Terms of Use"). Sony Online Entertainment LLC, or, for customers in the European Union, SOE Europe Limited (collectively, "SOE" or "we") may change, add or remove any part of the Terms of Use at any time by posting a notice of such changes, and such modification(s) shall become effective immediately upon posting.

Current SOE games for which the Service is available (individually and collectively referred to as the "Game"; Game software, hardware and subscriptions, if any, are sold separately):

Untold Legends™ The Warrior's Code™

Field Commander™

SOE reserves the right, at any time in its sole discretion, to add or delete any Game to the Service.

1. Subject to the terms and conditions of these Terms of Use, SOE hereby grants you a limited, personal, revocable, non-transferable, non-sublicensable license to use the Service solely for non-commercial purposes in connection with your use of the Game for which the Service is offered and for no other purpose. You may not use the Service for any business or commercial purpose unless you obtain SOE's prior written permission, which may be withheld in SOE's sole and absolute discretion. SOE may discontinue the Service, in whole or in part, to any user or to all users, at any time in its sole discretion. Any rights that SOE does not expressly grant you in these Terms of Use are expressly reserved by SOE.

2. You are bound by the Station Terms of Service (www.sonyonline.com/tos/tos.jsp) while using, viewing or accessing the Service and by the End User License Agreement and rules of conduct for each Game offered by SOE as part of the Service and with which you are using the Service (for example, if SOE offers Untold Legends The Warrior's Code as part of the Service and you use the Service with Untold Legends The Warrior's Code, you are bound by the Untold Legends The Warrior's Code User Agreement and Software License, available in the respective game manuals; these Terms of Use shall supplement, but not replace, the Station Terms of Service. The Privacy Policy that governs your use of the Service is located at www.sonyonline.com/tos/privacy.jsp. SOE reserves the right to suspend or terminate your access to the Service if you violate any of these Terms of Use; obviously, you may lose access to any game character(s) on any account that SOE has suspended or terminated - without any right to refund or recompense.

3. You shall not, through, via or in connection with your use of the Service:

(i) transmit, post or distribute, or facilitate the transmission, posting or distribution of any message, computer software, data, databases, text, displays, screenshots, maps, user interfaces, artwork, characters, items, software or graphic files, information or other materials, whether in written, digital, machine-readable, electronic or visual form ("Content") that is unlawful, harmful, threatening, abusive, harassing, tortious, defamatory, vulgar, obscene, libelous, pornographic or harmful to minors, that may be invasive of another's right of privacy or publicity, hateful, racially, ethnically or otherwise objectionable;

(ii) impersonate any person or entity, including but not limited to, an SOE official, employee or representative, forum leader or host or falsely state or otherwise misrepresent your affiliation with a person or entity;

(iii) post, transmit or distribute or facilitate the posting, transmission or distribution of any Content that you do not have a right to post, transmit or distribute under any law or under contractual or fiduciary relationships (such as nondisclosure agreements) or modify or prepare derivative works of the Content;

(iv) post, transmit, distribute or facilitate the posting, transmission or distributing of any Content that contains a virus, trojan horse, keystroke logger, worm, bot, time bomb, cancelbot, corrupted data or other computer programming routines that are intended to damage, detrimentally interfere with, surreptitiously intercept or expropriate any system, data or personal information;

(v) use the Service in a manner that adversely affects the availability of its resources to other users (e.g., denial of service attack, excessive shouting [use of all caps], flooding [continuous posting of repetitive text] or excessively large embedded images);

(vi) post, transmit, distribute or facilitate the posting, transmission or distribution of any unsolicited advertising, promotional materials, "junk mail", "spam", "chain letters", "pyramid schemes" or any other form of solicitation;

(vii) intentionally or unintentionally, or encourage or facilitate the ability of any other person to, violate any applicable local, state, national or international law, rule or regulation;

(viii) upload or transmit any Content that infringes any patent, trademark, trade secret, copyright or other proprietary rights ("Rights") of any party or remove or modify any copyright or trademark notice on any part of the Content;

(ix) use any third party hardware, devices or software or modify any game client, software, or Content (such as through macros, hacks and cheats) to modify or unfairly impact the Service, allow for unattended game play or use of the Service or to decrypt, modify, parse, scrape, interrupt or intercept any data or information relating to the Service or transmitted between client and server; in addition, you may not create, facilitate, host, transmit, re-transmit, mirror, link or provide any other means through which the Service may be accessed or viewed by others, such as through server emulators or mirrored websites; or

(x) use, modify, copy, publish, post, transmit, make derivative works of, adapt, perform, display, synchronize, commercialize or exploit all or any portion of the Content or any other content other than as expressly provided herein; or

(xi) allow any other person to access your Service account; you are liable for all activities conducted through your Service account; or

(xii) cheat.

4. All computer software, displays, artwork, music and other components of the Service (collectively, the "Software") are the copyrighted intellectual property of SOE or its licensors. You acknowledge and agree that you have not and will not acquire or obtain any intellectual property or other rights, including any right of exploitation, of any kind in or to the Content, the Service, or the Game, or any portion of any of the above, including, without limitation, in any artwork, maps, vehicles, music, character(s), item(s), coin(s), text, graphics, data, information or other material or property, and that all such property, material, data, information and items are exclusively owned by SOE. You shall not:

- (i) copy, rent, lease, sublicense all or any portion of the software or UMD;
- (ii) modify or prepare derivative works of the software or UMD;
- (iii) re-transmit or mirror the software or UMD;
- (iv) remove or modify any copyright or trademark notice on any part of the software or UMD; or
- (v) reverse engineer, disassemble or decompile any part or all of the software or UMD.

5. You understand that anything sent via the Service is the sole responsibility of the sending party. SOE has no obligation to monitor or supervise the Service, expressly disclaims any representation that it will monitor or supervise the Service -- but also expressly reserves the right to monitor or supervise the Service in its sole discretion. You understand that anything that you transmit through the Service is routed through SOE's servers, you have no expectation of privacy in anything that you so transmit (even if you intend it to be a private message) and you expressly consent to SOE's monitoring of anything that you send, receive and/or store through the Service. We cannot ensure that your private communications and other personally identifiable information will not be disclosed to third parties. For example, we may be forced to disclose information to the government or third parties under certain circumstances, or third parties may unlawfully intercept or access transmissions or private communications. Additionally, we can (and you authorize us to) disclose any information about you to private entities, law enforcement or other government officials as we, in our sole discretion, believe necessary or appropriate to investigate or resolve possible problems or inquiries. Furthermore, if you request any technical support, you consent to our remote accessing and review of the hardware and software you use in connection with the Service for the purposes of support and debugging. You agree that we may communicate with you via telephone, email or any similar technology for any purpose relating to the Service and any services or software which may in the future be provided by us or on our behalf. You acknowledge that any and all character data and other data and information relating to the Game and the Service is stored and is resident on our servers, and any and all communications that you make within or in connection with the Service (including, but not limited to, messages solely directed at or to another player or group of players) traverse through our servers, may or may not be monitored by us or our agents, you have no expectation of privacy in any such communications and expressly consent to such monitoring of communications you send and receive. You acknowledge and agree that we may transfer Game and Service account information (including your personally identifiable information and personal data) to the United States or other countries or may share such information with our licensees and agents in connection with the Service.

As part of your Service account, you may be able to upload Content to our servers in various forms, such as in the form of maps, vehicles, items, website posts, in-game posts and chat, and in chat rooms and similar user-to-user areas. We may take any action with respect to your Content if we believe it may create liability for us or may cause us to lose (in whole or in part) the services of our Internet Service Providers (ISPs) or other suppliers. You hereby grant to us a worldwide, perpetual, irrevocable, royalty-free, sublicensable (through multiple tiers) right to exercise all rights of any kind or nature associated with the Content, including, without limitation, all intellectual property rights, and all ancillary and subsidiary rights thereto, in any languages and in any media now known or not currently known, in association with the Content.

6. When you make your IP address available on the Service you have made it public and, accordingly, you should take appropriate measures (such as a firewall) to safeguard your hardware and data from attack or unauthorized access by third parties. You expressly release SOE, its affiliated companies and its and their officers, directors, employees and agents from any claim or loss you may suffer as a result of any third party access to your hardware or data.

7. NEITHER SOE, ANY COMPANY AFFILIATED WITH SOE, NOR ANY OF THEIR RESPECTIVE DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS, MAKE ANY WARRANTY WHATSOEVER, INCLUDING, WITHOUT LIMITATION, THAT THE SERVICE WILL BE UNINTERRUPTED, SECURE, VIRUS FREE OR ERROR FREE. WE ARE NOT LIABLE FOR ANY DELAY OR FAILURE TO PERFORM RESULTING FROM ANY CAUSES BEYOND OUR REASONABLE CONTROL. FURTHER, WE CANNOT AND DO NOT PROMISE OR ENSURE THAT YOU WILL BE ABLE TO ACCESS YOUR SERVICE ACCOUNT OR THE SERVICE WHENEVER YOU WANT, AND THERE MAY BE EXTENDED PERIODS OF TIME WHEN YOU CANNOT ACCESS YOUR SERVICE ACCOUNT OR THE SERVICE. YOU ASSUME THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SERVICE IN CONNECTION WITH YOUR HARDWARE AND SOFTWARE, AND YOU ASSUME THE ENTIRE COST OF ALL SERVICING, REPAIR AND/OR CORRECTION OF YOUR HARDWARE AND SOFTWARE. THE SERVICE AND SOFTWARE ARE PROVIDED ON AN "AS IS" BASIS WITHOUT WARRANTIES OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, WARRANTIES OF TITLE OR NON-INFRINGEMENT OR IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, OTHER THAN THOSE WARRANTIES WHICH ARE INCAPABLE OF EXCLUSION, RESTRICTION OR MODIFICATION UNDER THE LAWS APPLICABLE TO THIS AGREEMENT. USE OF THE SERVICE IS AT YOUR SOLE RISK.

THE DISCLAIMERS OF LIABILITY CONTAINED IN THIS SECTION 7 APPLY TO ANY DAMAGES OR INJURY CAUSED BY ANY FAILURE OF PERFORMANCE, ERROR, OMISSION, INTERRUPTION, DELETION, DEFECT, LOSS OF DATA OR INFORMATION, DELAY IN OPERATION OR TRANSMISSION, COMPUTER VIRUS, COMMUNICATION LINE FAILURE, THEFT OR DESTRUCTION OR UNAUTHORIZED ACCESS TO, ALTERATION OF, OR USE OF THE SERVICE, WHETHER FOR BREACH OF CONTRACT, TORTIOUS BEHAVIOR, NEGLIGENCE, OR UNDER ANY OTHER CAUSE OF ACTION.

IN NO EVENT WILL SOE, ANY COMPANY AFFILIATED WITH SOE, OR ANY OF ITS OR THEIR RESPECTIVE DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS, BE LIABLE FOR (A) ANY DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES ARISING OUT OF OR RELATED TO (I) THE USE OF OR INABILITY TO USE THE SERVICE, (II) THE BREACH OF ANY REPRESENTATION OR WARRANTY, (III) THE USE BY YOU OF THE SERVICE AND/OR (IV) THE DOWNLOADING OF ANY SOFTWARE OWNED OR OPERATED BY ANY THIRD PARTY, IN CONNECTION WITH THE SERVICE OR (B) ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES ARISING OUT OF OR RELATED TO THE SERVICE, WHETHER FOR BREACH OF WARRANTY OR ANY OBLIGATION ARISING THEREFROM OR OTHERWISE, WHETHER LIABILITY WAS ASSERTED IN CONTRACT OR TORT (INCLUDING NEGLIGENCE AND STRICT PRODUCT LIABILITY) AND IRRESPECTIVE OF WHETHER SOE WAS PREVIOUSLY ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

IN THE EVENT OF ANY CLAIM RELATING TO THE PERFORMANCE OR NONPERFORMANCE BY SOE PURSUANT TO THESE TERMS OF USE, OR IN ANY OTHER WAY CONCERNING THE SERVICE, IS MADE BY YOU, THE ACTUAL DAMAGES TO WHICH YOU MAY BE ENTITLED SHALL BE LIMITED TO THE GREATER OF (I) \$50.00 OR (II) THE FEES, IF ANY, PAID BY YOU TO SOE FOR USE OF THE SERVICE.

SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

8. SOE shall have the right to terminate or suspend your use of the Service, effective immediately and without prior notice, in the event of any conduct by you which SOE, in its sole discretion, considers to be unacceptable, or for conduct that SOE believes is a violation of the Terms of Use contained herein or any policies or guidelines posted by SOE on The Station (www.station.com), or for other conduct which SOE believes, in its sole discretion, is harmful to SOE or other Service users. SOE reserves the right to deny registration of any individual and, thus, to deny access to the Service to any individual.

9. You agree to indemnify, defend and hold harmless SOE, SOE's affiliated companies, and all of its and their respective officers, directors, owners, agents, employees, information providers, affiliates, licensors and licensees (collectively, "Indemnified Parties") from and against any and all liability and costs including, without limitation, attorneys' fees and costs, incurred by the Indemnified Parties in connection with any claim arising out of (i) any breach by you of the Terms of Use or the foregoing representations, warranties and covenants or (ii) your use of the Service.

10. The Service is controlled and operated by SOE from its offices within the State of California, United States of America; but may be served remotely. SOE makes no representation that the Service is available for use in any particular location. Those who choose to access the Service from countries other than the United States do so on their own initiative and are responsible for compliance with local laws, if and to the extent local laws are applicable. The Software, Service and Content is subject to United States export controls. The Software may NOT be downloaded or otherwise exported or re-exported (i) into (or to a national or resident of) Cuba, Iraq, Libya, North Korea, Iran, Syria, or any other country to which the U.S. has embargoed goods; or (ii) to anyone on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Commerce Department's Table of Denial Orders (including, but not limited to, the Denied Persons List). By downloading or using the Software, you represent and warrant that you are not located in, under the control of, or a national or resident of any such country or on any such list.

11. These Terms of Use constitutes the entire agreement between SOE and you with respect to the subject matter hereof, and supersedes all previous agreements between the parties with respect to such subject matter, whether written or oral. No waiver by either party of any breach or default hereunder shall be deemed to be a waiver of any preceding or subsequent breach or default. The section headings used herein are for convenience only and shall not affect the interpretation of this Agreement. If any provision of these terms shall be unlawful, void, or for any reason unenforceable, then that provision shall be deemed severable from these terms and shall not affect the validity and enforceability of any remaining provisions.

12. For users from outside the European Union, this Agreement shall be construed in accordance with the laws of the State of California, without regard to California's principles of conflict of laws, and you hereby consent to personal and exclusive jurisdiction by and venue of the state and federal courts sitting in the State of California, Southern District. For users from within the European Union, this Agreement shall be construed in accordance with the laws of the United Kingdom and you hereby consent to personal and exclusive jurisdiction and exclusive venue of the courts within the United Kingdom.

13. All services hereunder are offered by Sony Online Entertainment LLC., located at 8928 Terman Court, San Diego, California 92121. Our phone number is (858) 537-0898.

NOTES:

NOTES:

42

43

NOTES:

PUBLISHER'S WARRANTY

SONY ONLINE ENTERTAINMENT LLC. WARRANTS TO THE ORIGINAL PURCHASER OF THIS PRODUCT THAT THE UMD IS FREE FROM DEFECTS IN MATERIAL AND WORKMANSHIP FOR A PERIOD OF NINETY (90) DAYS FROM THE ORIGINAL DATE OF PURCHASE. SONY ONLINE ENTERTAINMENT LLC. AGREES FOR A PERIOD OF NINETY (90) DAYS TO EITHER REPAIR OR REPLACE, AT ITS OPTION, THIS PRODUCT. YOU MUST CALL (858) 537-0898 TO RECEIVE INSTRUCTIONS TO OBTAIN REPAIR/REPLACE SERVICES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SONY ONLINE ENTERTAINMENT INC. EXCEPT AS DESCRIBED HEREIN, WE AND OUR SUPPLIERS EXPRESSLY DISCLAIM ALL WARRANTIES OR CONDITIONS OF ANY KIND, EXPRESS, IMPLIED OR STATUTORY, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF TITLE, NONINFRINGEMENT, MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. EXCEPT AS DESCRIBED HEREIN, WE PROVIDE THE UMD AND THE GAME AND ALL OTHER SERVICES "AS IS". ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SONY ONLINE ENTERTAINMENT LLC. OR ITS SUPPLIERS BE LIABLE FOR INCIDENTAL, INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES (HOWEVER ARISING, INCLUDING NEGLIGENCE) RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SONY ONLINE ENTERTAINMENT LLC. SOFTWARE PRODUCT. OUR LIABILITY TO YOU OR ANY THIRD PARTIES IS LIMITED TO \$100.

Without limiting the foregoing, we do not ensure continuous, error-free, secure or virus-free operation of the product or continued availability of the PSP™ handheld system.

Some jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages or liability, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights which vary from jurisdiction to jurisdiction.